

Pinball FANTASIES

TWENTY
FIRST
21
CENTURY
ENTERTAINMENT

JAGUAR

64 • B I T

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GAME
MANUAL

Read before using your Atari video entertainment system.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING To Owners of Projection Televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

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Handling your cartridge:

The Atari Jaguar Cartridge is intended for use exclusively with the Atari Jaguar 64-Bit Interactive Multimedia System.

Do not bend it, crush it or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional recess during extended play to rest yourself and the Jaguar cartridge.

pinball

FANTASIES

JAGUAR™

INTERACTIVE MULTIMEDIA SYSTEM

GAME MANUAL

Button	Decrease master volume level (when selected)
D-pad left	Increase master volume level (when selected)
D-pad right	Access/exit help screen for currently selected option
OPTION	

The various options and settings available are:

Option	Settings
Balls	3 or 5
Difficulty	Easy or Hard
Scrolling	Soft or Hard

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GETTING STARTED

1. Insert your JAGUAR Pinball Fantasies cartridge into the slot of your Jaguar (tm) 64-bit interactive Multimedia System.
2. Press the POWER button.
3. Press the A, B or C buttons to discontinue the title screens if required.

SPIELSTART

1. Legen Sie Ihr JAGUAR Pinball Fantasies-Spielmodul in Ihr Jaguar™ 64-Bit Interactive Multimedia System ein.
2. Drücken Sie den POWER-Knopf, um das Gerät einzuschalten.
3. Drücken Sie Knopf A, B oder C, wenn Sie die Titeldisplays überspringen möchten.

INSTRUCTIONS DE MISE EN ROUTE

- 4
1. Insérez la cartouche Pinball Fantasies Jaguar dans la fente du Système Multimédia Interactif 64-bit Jaguar™.
 2. Appuyez sur le bouton POWER pour allumer la console.
 3. Appuyez sur les boutons A, B ou C pour interrompre les écrans titres, si vous le souhaitez.

GAME CONTROLS

1. THE MAIN MENU.

Use the following buttons to start a pinball table:

Button	Action
1	Select the Partyland table
2	Select the Speed Devils table
3	Select the Billion Dollar Gameshow table
4	Select the Stones N Bones table

You can also access the game options menu from here by pressing the OPTION button.

2. THE GAME OPTIONS MENU.

By using this menu you can select and change various options to make Pinball Fantasies more comfortable to play. To use the menu you need only to point to an item and use the B or D-pad left/right buttons to change an option. Use the following list as a guide when changing the game:

Button	Action
D-pad down	Move option pointer downwards
D-pad up	Move option pointer upwards
B	Toggle between option settings
D-pad left	Decrease master volume level (when selected)
D-pad right	Increase master volume level (when selected)
OPTION	Access/exit help screen for currently selected option

The various options and settings available are:

Option	Settings
Balls	3 or 5
Difficulty	Easy or Hard
Scrolling	Soft or Hard
Music	On or Off
Sound FX	On or Off
Volume	0% to 100%
Joypad	Setup 1, 2 or 3 (see below for details)
Exit	Save current settings and return to main menu

The three Joypad setups are configured as follows:

Setup 1

Button	Action
D-pad	Flip any left flippers
A	Nudge table
B	Flip any right flippers
C	Pull spring (release button to shoot ball)

Setup 2

Button	Action
D-pad	Flip any left flippers
A	Flip any right flippers
B	Pull spring (release button to shoot ball)
C	Nudge table

Setup 3

Button	Action
D-pad	Flip any left flippers
A	Pull spring (release button to shoot ball)
B	Nudge table
C	Flip any right flippers

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3. IN-GAME CONTROLS.

(a) Starting a game.

Once a table has been loaded and is scrolling up and down the screen in its attract mode, you can start a game by using the number buttons on the keypad as follows:

Button	Action
1	Start a 1 player game
2	Start a 2 player game
through to	
8	Start an 8 player game

(b) Pausing the gameplay.

Press the PAUSE button to freeze the gameplay. The message "game paused" will appear in the scorepanel to indicate the mode has been activated. To continue play, simply press the PAUSE button again.

(c) Changing the master volume level.

While the game is paused, pressing the A, B or C buttons will allow you to change the master volume level. As before, use the D-pad left/right to decrease or increase the volume percentage from 0% to 100%. Once the level has been set, press the A, B or C button to return to the "game paused" status.

(d) Changing the gameplay options.

While the game is paused, pressing the OPTION button will allow you to cycle through the gameplay options and change them if required. Use the following keys to achieve this:

Button	Action
D-pad down	Cycle forwards through options list
D-pad up	Cycle backwards through options list
A, B or C	Toggle between available settings
OPTION	Return to the "game paused" status

See the "game options menu" section above for details of the options and settings available.

(e) Muting the sound.

While the game is paused, pressing the 0 button on the keypad will instantly mute all sound in the game. Pressing 0 again will reinstate the sound.

(f) Entering your name for the hiscore table.

At the end of a game, if you have achieved a hiscore you will be permitted to enter your name for the hiscore table. You can enter three alphanumeric characters as your "name". Use the following keys to place your name in the table:

Button	Action
D-pad left	Cycle backwards through the alphabet/digits
D-pad right	Cycle forwards through the alphabet/digits
B	Select an alphanumeric character

(g) Quitting a table.

If you decide to quit a table during play, wait until a new ball is placed in the ball chute (ready to be fired into the table) and press the OPTION button followed by the A button - you will now be returned to the main menu. If after pressing the OPTION button you change your mind and want to continue playing, press the C button. If

required, you can also access and change the game options as outlined in (d) above by pressing the B button straight after pressing the OPTION button.

(h) Restarting the game.

If at any time you wish to start the whole game from scratch, simply press the * and # buttons simultaneously. The screen will blank and the introduction sequence will start as if you have just turned on your Jaguar (tm) 64-bit interactive Multimedia System.

(i) Game settings and hiscore storage.

Game settings, audio and hiscores can be retained in the game cartridge even if you have turned off your Jaguar (tm) 64-bit interactive Multimedia System. To erase the currently stored settings and hiscores and restore the default settings and scores, press the *, OPTION and # buttons simultaneously during the introduction sequence or on the main menu screen. The message "cartridge memory cleared" will be displayed and the game will be reset as in (h) above.

GENERAL INFORMATION

8 The JACKPOT is a score counter which is built up by all participating players during the game. It is reset each time a Jackpot is awarded to a player.

Many of the lights on the tables have letters on them which enable special features as follows:

XB – Extra Ball

JP – Jackpot

DB – Double bonus

xM – Score x million points

SB – Score bonus

5x – Score 5 times feature points

HB – Hold bonus

MB – Bonus Multiplier

x/xK - Score x thousands

A flashing light is often a hint as to where you can raise your score and collect the bonuses.

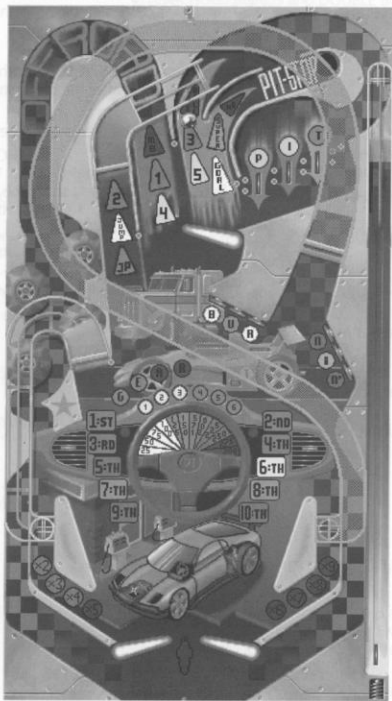
At the end of your game the last but one digit of your score will be shown in the panel. Random numbers will then be flashed across the panel and one will be selected. If your number matches the random number you are awarded an extra ball and can continue play from where you left off.

- DUCK TARGETS** Light all DUCKS to enable SNACKS (ICECREAM, SODA and POPCORN) in turn. Shoot ball into the trap under the top flipper to eat the lit SNACK. Eating all SNACKS enables HOLD BONUS and DOUBLE BONUS on the ANTICLOCKWISE loop. The DOUBLE BONUS is only active for 10 seconds. Eating all the SNACKS afterwards enables DOUBLE BONUS.
- PUKE** Light all PUKE letters then shoot the DRAGONS' MOUTH for 5 MILLION points, EXTRA BALL and JACKPOT in turn.
- CYCLONE** Shoot the CYCLONE to add 1 to the BONUS COUNTER.
- DRAGON** Shoot the DRAGONS' MOUTH when no lights lit to score 250,000 points
- JACKPOT** Collect from the DRAGONS' MOUTH after:
1. Spelling PUKE 3 times.
 2. Enabling HAPPY HOUR.
 3. Enabling MEGA LAUGH.
- JACKPOT only lasts for 30 seconds during HAPPY HOUR and MEGA LAUGH.
- BONUS MULTIPLIER** Shoot the SKYRIDE 3 times and shoot the ANTICLOCKWISE loop to collect the next BONUS MULTIPLIER.
- ARCADE** Enabled by hitting the target just below the entrance. Gives bonus of either:
1. Nothing
 2. 500,000 points
 3. 1 MILLION points
 4. 5 MILLION points
 5. Enabling SIDE-LANE EXTRA BALL light
 6. An extra CRAZY letter.
- ROCKET LIGHTS** Light all ROCKET lights to score 2,4,6,and 8 BONUS MULTIPLIERS in turn. Score EXTRA BALL and 1 MILLION points in turn after lighting all BONUS MULTIPLIERS.
- EXTRA BALL** Collect from the DRAGONS' MOUTH after

SIDE-LANE XB	spelling PUKE twice. When XB light is enabled, exiting through a SIDE-LANE awards an EXTRA BALL.
TUNNEL	Repeatedly shooting the TUNNEL after ball falls from DROP ZONE awards the flashing TUNNEL BONUS and enables the next BONUS for 10 seconds.
SKILL SHOT	Scored by shooting the CYCLONE or the TUNNEL immediately after the ball is shot from the spring.
HIDDEN HALLWAY	Mystery bonus enables 5 count bonuses on the CYCLONE.
MEGA-LAUGH	Light up MAD letters to spell CRAZY. 1 MAD letter lit each time you shoot the ball into the CLOCKWISE loop. 1 CRAZY letter lit when all MAD letters lit.
HAPPY-HOUR	MEGA-LAUGH scores 5 MILLION points for all ramps and passages for 25 seconds. Spell PARTY by completing the following: <ol style="list-style-type: none"> 1. P - shoot the ANTICLOCKWISE loop and then the TUNNEL. 2. A - eat all 3 SNACKS. 3. R - shoot the ANTICLOCKWISE loop and then the CYCLONE. 4. T - shoot any SKYRIDE/LOOP combination twice in 10 seconds. 5. Y - spell PUKE. HAPPY-HOUR scores 1 MILLION points for all TARGETS (bumpers, drop targets etc) for 25 seconds.

TABLE 2 • SPEED DEVILS

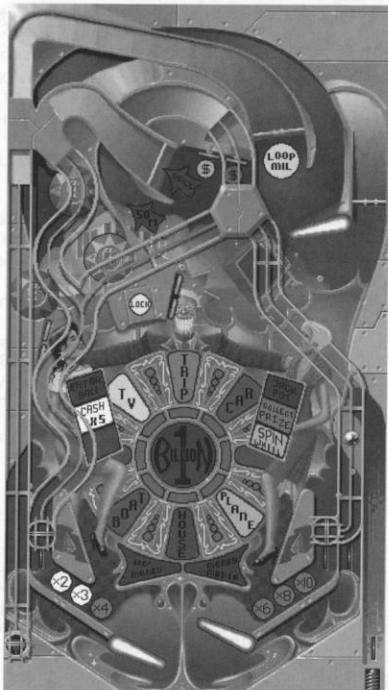
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GEAR	<p>Spell GEAR as follows:</p> <ol style="list-style-type: none"> 1. Shoot the JUMP ramp to light G. 2. Shoot the OFFROAD ramp to light E. 3. Shoot B,U and R targets to light A. 4. Shoot N,I and N targets to light R. <p>These can be completed in any order.</p>
POSITION	<p>Each GEAR spelt enables 2 POSITION OVERTAKES which are collected by shooting the RIGHT and LEFT (or vice-versa) ramps one after the other.</p>
EXTRA BALL	<p>Enabled after completing 20 MILES. Scored by shooting the TOP RIGHT passage when light enabled.</p>
JACKPOT	<p>Collected by shooting the JUMP ramp when the JACKPOT light is lit. Lit for 20 seconds only.</p>
SUPER-JACKPOT	<p>Collect SUPER JACKPOT in the PIT-STOP after scoring JACKPOT on the JUMP ramp.</p>
MILES	<p>Shoot the LEFT or RIGHT ramp to collect 1 MILE.</p>
MILLION	<p>Shoot the RIGHT and LEFT (or vice versa) ramps within 5 seconds to score 1 MILLION points.</p>
SPEED	<p>Shoot the LEFT and RIGHT ramps and then shoot the JUMP ramp to increase the SPEEDOMETER one step. Each ramp then scores the SPEED value x1000 points.</p>
AUTO-FEATURES	<p>Every 2 SPEED steps enables a BONUS PART for your CAR. Collect the part by shooting the flashing 1-5 lights. A CAR part flashes when collected.</p>

GOAL	Enabled when POSITION 1 is reached. This also enables the JACKPOT for 20 seconds. Collect the GOAL in the PIT-STOP.
MULTI-BONUS	Light all the PIT lights and shoot the OFF-ROAD ramp to collect the next MULTI-BONUS. After all bonuses are collected lighting PIT scores 1 MILLION points.
OFF-ROAD	Enabled after 10,40,60...miles. All targets score 100,000 points for 25 seconds.
TURBO-MODE	Enabled when GOAL is collected. Awards 5 MILLION points on all ramps for 25 seconds.
JUMP	Enabled after collecting 30,50,70... miles etc and is collected on the JUMP ramp. JUMP awards 10 MILLION points.

TABLE 3 • BILLION DOLLAR GAMESHOW



SKILL RAMP	Shown by the top red Arrow.
LEFT PASSAGE	Circular lane starts by the MUSHROOMS and ends at the TOP FLIPPER.
RIGHT PASSAGE	Reverse LEFT passage.
MULTI-BONUS	Shoot the LEFT passage and the CLOCKWISE ramp to collect the next MULTI-BONUS.
EXTRA BALL	Shoot the SKILL ramp 12 times to enable EXTRA BALL on the LEFT passage.
JACKPOT	Collect 3 prizes to enable JACKPOT for 25 seconds. Collect it in the RIGHT ramp.
SUPER-JACKPOT	Collect the JACKPOT to enable SUPER-JACKPOT (50M) for 5 seconds on the CLOCKWISE ramp.
PRIZES	<p>Enable the PRIZES by:</p> <ol style="list-style-type: none"> 1. Shoot the RIGHT ramp and then the SKILL ramp to enable the TV. 2. Shoot the RIGHT ramp and then the CLOCKWISE ramp to enable the CAR. 3. Shoot the LEFT passage and then the SKILL ramp to enable the TRIP. 4. Shoot the RIGHT ramp, the SKILL ramp and the RIGHT passage to enable the BOAT. 5. Shoot the RIGHT ramp, the CLOCKWISE ramp and the LEFT passage to enable the PLANE. 6. Shoot the LEFT passage, the SKILL ramp and the RIGHT passage to enable the HOUSE. <p>You have to enable and collect the TV, CAR and TRIP with one ball before you can shoot for the BOAT, PLANE and HOUSE.</p>
COLLECT PRIZES	Shoot the LOOP MIL down to the LEFT BALL TRAP to collect a prize. Collecting 3 prizes enables the second set of 3 prizes and the JACKPOT. When all 6 prizes have been collected shoot for the LOCK. This enables BILLION which can be collected in the LEFT BALL TRAP.

LEFT BALL TRAP

Opened by:

1. Enabling the TV, CAR and TRIP.
2. Enabling the BOAT, PLANE and HOUSE.
3. Hitting all the DOLLAR targets.

MILLIONS

Shoot the LOOP MIL repeatedly when the LEFT BALL TRAP is shut off to score 1 MILLION each time.

MILLION PLUS

Shoot the RIGHT ramp followed by CLOCKWISE ramp for 1, 2, 3... MILLIONS.

CASH-POT

Shoot the LOCK to score the current CASH-POT value.

SMALL WHEEL

Hit both DOLLAR targets to enable the SMALL WHEEL. Shoot the LEFT BALL TRAP to spin the WHEEL and collect a random value.

5X CASH

Enable 5X CASH by shooting the CLOCKWISE ramp. Shoot the LOCK to collect 5x the CASHPOT value.

TABLE 4 • STONES 'N' BONES

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SCREAMS RAMP	Ramp on the right.
STONE & BONE	Spell STONE and BONE to enable the next GHOST.
KEY	Spell KEY to open the TOWER for the next TOWER value.
EXTRA BALL	Shoot the SCREAMS ramp 10 times to enable the EXTRA BALL which is collected in the TOWER.
JACKPOT	Collected in the TOWER during GHOST HUNTER and GRIM REAPER.
SUPER-JACKPOT	Shoot the TOWER straight after collecting the JACKPOT to score 50 MILLION points.
MULTI-DEMON	Enables a BALL LOCK in the VAULT and WELL. Collect the following points on the SCREAMS ramp: <ol style="list-style-type: none"> 1. No locked balls - 5 MILLION points. 2. 1 locked ball - 10 MILLION points. 3. 2 locked balls - 20 MILLION points.
TOWER	Collect the current TOWER value, and collect the enabled TOWER bonus when enabled.
SCREAMS RAMP	Collect 1 SCREAM.
WELL	Collect the current WELL value.
BONUS MULTIPLIER	Shoot the CLEAR ramp and the WELL to collect the next BONUS MULTIPLIER.
MILLION	Shooting the LEFT ramp repeatedly scores 1 MILLION points each time.
MILLION PLUS	Shoot the CLEAR ramp and then the far RIGHT passage to score 1, 2, 3...MILLION points.
2x SCREAMS	Shoot the CLEAR ramp and the SCREAMS ramp to collect 2 SCREAMS.
GHOST HUNTER	All TARGETS and BUMPERS score 1 MILLION points for 30 seconds.
GRIM REAPER	All TRAPS and RAMPS score 5 MILLION points for 30 seconds.
TOWER HUNT	Shoot the TOWER for 5, 10 and 20 MILLION points in turn within 30 seconds.

- LOOP COMBO** Shoot the CLEAR ramp to the ROLL-OVERS, drop down to the LEFT FLIPPER and hit the SCREAMS ramp and the far LEFT ramp for 5 MILLION points.
- LEFT BALL TRAP** Collect the enabled GHOST and the VAULT value.
- GHOSTS** The GHOSTS are lit up one after the other when spelling STONE and BONE, and award the following:
1. BAT - 5 MILLION points.
 2. BLUE GHOST - Enables TOWER HUNT feature.
 3. GREEN SMILER - Enables EXTRA BALL.
 4. RED DEVIL - 10 MILLION points.
 5. YELLOW POLTERGEIST - Enables GHOST HUNTER feature.
 6. BLUE OCTOPUSSY - Enables MULTI-DEMON feature.
 7. MUMMY HEAD - 15 MILLION points.
 8. GRIM REAPER - Enables GRIM REAPER feature.
- A GHOST must be collected before the next one can be enabled.
- R.I.P** Spelling RIP enables the KICKBACK in the LEFT BALL TRAP.

CREDITS

Original game designed and created by Digital Illusions CE AB.

Jaguar (tm) 64-bit interactive Multimedia System version developed by Spidersoft Limited.

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Production by Stewart Gilray



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500544-002
Printed in USA